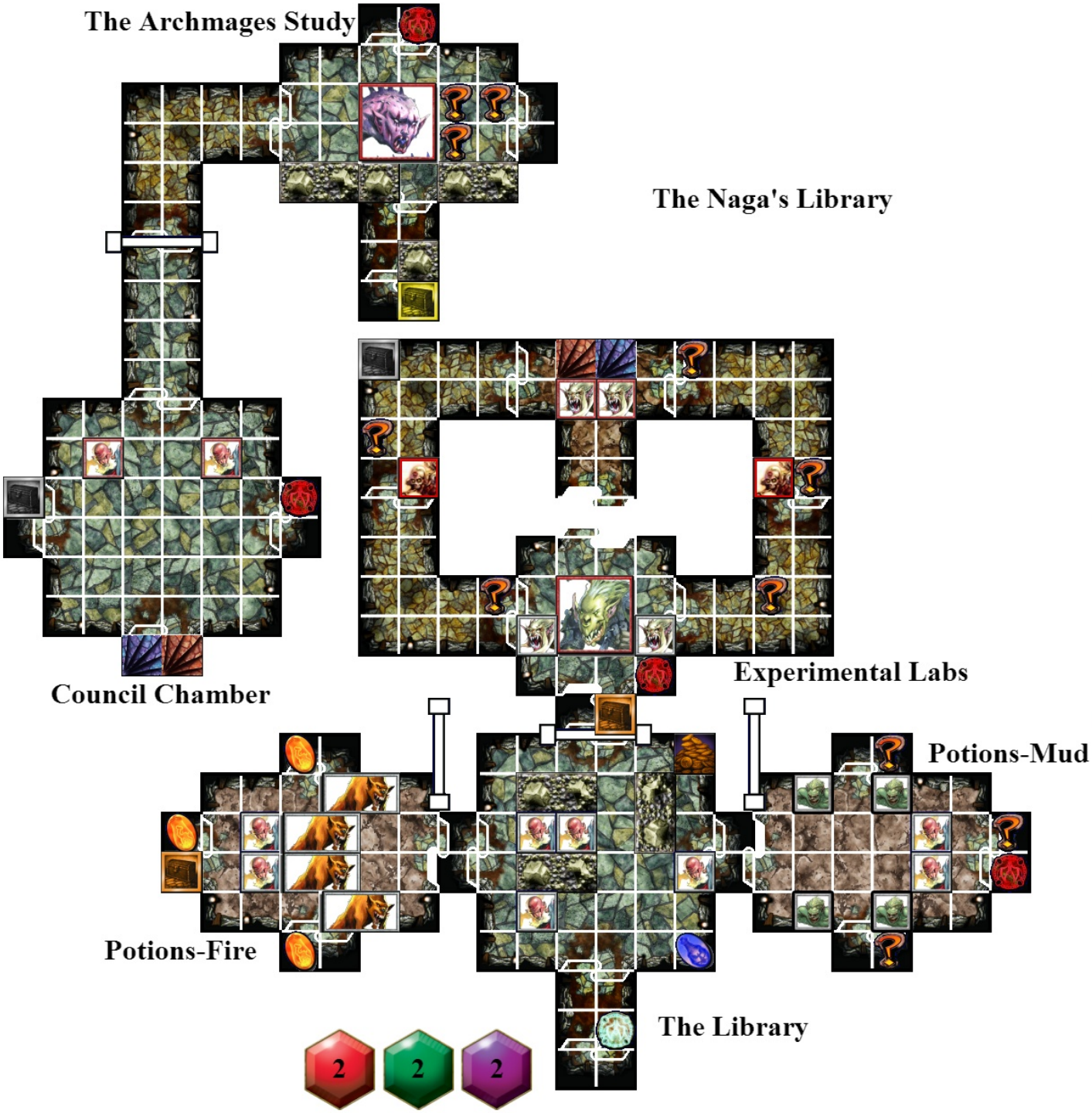

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The Naga's Library

By Elliots Last Gasp

Scenario Background

Three years ago in the Tower of Icen Magic the Order of the Flaming Arcane brought the council together. The head of council came through a door and slithered into his chair and spoke. "Usklor Veraket you stand convicted for using Cursed Magic with my Black Ruby I vanquished the beast that you summoned in this very room. Members of the Council do you find this man guilty or non guilty of conspiricy against my life," the head of the council the Naga named Naslam.
"No, this isn't my fault you've been plotting against us for decades please don't he's planning against us, against YOU!" Usklor pleaded.
"Do you find him guilty Sorcerors Silesto and Karoe?" Naslam spoke.
"Guilty," they both replied.
"Ogre Nakimo do you find him guilty?" Naslam questioned.
"Guilty," the Ogre mage answered.
"Usklor you have been found guilty and I sentence you along with the rest of the council to expulsion from the order you will leave these lands never to return and if you do the punishment will be far worse," Naslam then generated a portal, which Usklor went through...

The Heroes approached the Tower of Icen Magic and smashed open the doors into the tower.

Mission Goals

The Heroes must go to the top of the tower and interigate the archmage Naslam about his Black Ruby. The Heroes may have too fight off the other council members who are loyal to Nalsam.

Important: The Heroes start with 5 Conquest Tokens

All the doors with Armour cannot be opened to get through they must be destroyed.

The 2x1 joining peices came in Tomb of Ice!

Chests:
Copper 1: 1 Treasure, 1 Conquest Token, 1 Curse and 100 coins
Copper 2: 1 Treasure and 1 Curse
Copper 3: 1 Treasure, 1 Conquest Token and 100 coins
Silver 1: 1 Treasure, 200 coins and a Curse
Silver 2: 1 Treasure
Silver 3: 1 Treasure, 2 Conquest Tokens and a Monkey Curse
Gold 1: 1 Treasure, 3 Curses, 3 Conquest Tokens and 300 coins
Gold 2: Same as Gold 1

Library

The large room ahead of the Heroes is a massive Library yet all of sudden one of the massive bookcases falls over leaving the Heroes exposed as a warlock throws a fireball at them through the flailing pages.

Important: The Rubble tokens are bookcases however treat them the same as Rubble tokens.

Read when the Heroes open the door: Wall, nothing but stone wall, then two openings on othersides of the Library opened up and two more doors were revealed.
Replace the two end peices that didn't have the glyph or the door that lead to a copper chest with 2x1 attaching peices and the door that is next to it on the map.

Read when the Heroes approach within 3 spaces of one of the new doors: Poison surged through both doors. All the Heroes turns end!
At the start of the Overlords turn roll a D6 twice for the X and Y axis of the room. If it hits a Hero he loses 5 Wounds and gets 5 Poison. If it misses then place a Poison token where it landed if a Hero then steps in it remove the token and take the same penalties keep rolling at the start at the start of each turn for both doors until the doors are destroyed, if the Poison lands on the rubble (bookcases) then roll again until it hits ground or a Hero.
The Doors can only be attacked by meele the doors have 4 armour and 5 Health when they are 'dead' remove the door for good and play the next room.

Potions - Fire

Potions are scattered everywhere an alchemist throws a bottle at them flames spring up when the bottle smashed, Hounds immune to the flames appear through the smoke ready to pounce.

Important: Give the Hero that destroyed the door 3 Burn tokens. All the fatigue potions in this room are special Fire Potions they can be thrown for a movement like any other potion. However, when throwing the potion the Hero still needs the range this is done on a Blue and Yellow ignore wounds and surges as long as gets range it does 3 wounds of damage and recieves one burn token.

Potions - Stone

On entering this room an alchemist drops a potion in fright she screams as the floor bulges as the stone coils around her after a while the stone casing explodes leaving the alchemist ready to attack as her friends join the fight.

Important: The ?'s in this room are Invulnarability potions treat them as Stone Potions however, they are thrown the same as the Fire Potions are but if they hit roll the Stealth die if it misses then nothing happens otherwise the target recieves a Rubble Token and misses any movement he/she can do for a turn.

Read when both Potion rooms have been cleared:
The door that lead to a wall and a Copper Chest explodes and the sounds of an Ogre sounds from inside.
Remove the end peice with a 2x1 joining peice and continue with what is on the map.
Do not read Experimental Labs until it is in line of sight.

Experimental Labs

"Karoe, run he's escaping the last experiment was a failure," the mage named Silesto said running up the spiral staircase ahead that lead to the council chambers.
"No, we must keep the Masters project Silesto don't!" Karoe yelled.
"If you want to stay, fine, but after we turned the stupid brute Nakimo into a monster I really don't think the stupid Ogre will be to forgiving now he's escaping," Silesto said while fleeing.

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A cage was in the center of the room where the old mage Nakimo was being held but he was rabid with flesh hanging off and only one eye. He smashed through his feeble cage as he mutated once more. The sorceror Karoe fled after Silesto as the Undead Ogre launched his cage at the now abandoned spiral staircase.

Important: The Master Ogre here is Nakimo he is the same as a normal Master Ogre except has 5 extra wounds and has reach.

All the ?'s in here are Bleed Tokens they are under the Overlord they have movement 2 and if they move into Heroes square they mutate roll a power die: If it is a surge the Heroes maximum health is increased by 2 if not it's capacity is reduced by 2. The capacity returns to normal if he/she dies.

The gap in this room is another attachment peice like the other ones in this quest.

Council Chamber

After entering the staircase it seems to never end and everyone else seems to become far more distant now only two Heroes remain, the whirling stairs that seem to be moving to fast for their feet slow and come to a halt at a great glass door. It swings open all on its own and the two sorcerors are waiting inside. A bolt of lightning shocked across the room missing the two Heroes by inches when the lightning eventually faded the Heroes realised it came from a door across the Council Chamber.

Important: The two Sorcerors here are Silesto and Karoe they are both the same as normal Master Sorcerors except they have 5 Sorcery and also +3 Armor as well as +5 Health. They also attack with an extra green and yellow.

The Door here has 5 Armour and 5 Health and can only be attacked by meele, at the start of the Overlords turn place down the Bolt Template straight next to the door anyone under it loses 6 Wounds including Overlord units.
After the Door is destroyed play the next room as well even if Silesto and Karoe are still alive.

At the end of the Heroes turn roll a Power Dice for each of the two Heroes still on the stairs on a surge they get to the top keep trying at the start of each turn until they arrive. The two Heroes that start at the top of the stairs is up to the Heroes.

The Archmages Study

The door smashes open and the Archmage Nalsam is waiting inside. The Nagas snake form slithers under his desk as he clicks a fireball into his hand from the nearby fireplace.

Important: The ?'s in this room are a Table and a chair both came in Road to Legend.

The Master Naga here is Naslam he is the same as a Normal Master Naga except has Sorcery 5, +12 Health and +4 Armor.

Read when the Archmage goes down to a quarter of his health:
"Wait, fools you are here for the Ruby well I got news for you I don't have it I was robbed by a Kobold by the name of Tiny Tots turns out his mistress the leader of Thieves is after it," the Naga squirmed under the Heroes blade.
The Heroes released him and let him talk.
"The filthy thief has fled to the now frozen marsh of the old Ferrox master Terrorantiana and his armies. Their is a factory their known as Terror-Mech used to be used for producing weapons of mass destruction so if I were you I would be careful moving around the dirty midgets lair entering this portal will take you there re-entering it will take you back to Aguyas," Naslam told them after opening a Black Portal he left his study and most likely the tower. The Heroes win.

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